

LISTING OF THE CLAIMS

At the time of the Action:

Pending Claims: 1-15 and 25

Withdrawn Claims: 16-24

Canceled Claims: None

After this Response:

Pending Claims: 1, 3-15, and 25

Amended Claims: 1, 3-5, 11-13, 15, and 25

Withdrawn: 16-24

Canceled Claims: 2

New Claims: None

1. (Currently Amended) A computer-implemented process, comprising:

determining a size of a data structure;

~~when the size exceeds a predetermined limit, selecting a data streaming protocol~~
when the size exceeds a predetermined limit and sending, to a client computing device,
data of the data structure consistent with the streaming protocol, the selecting
comprising serializing one or more data structures into a data transmission unit
terminating with a delimiting code; and

~~when the size does not exceed the predetermined limit, selecting a buffered data~~
protocol when the size does not exceed the predetermined limit and, when a
predetermined time interval has elapsed, sending, to a client computing device, data of
the data structure consistent with the buffered protocol when a predetermined time

interval has elapsed.

2. (Canceled)

3. (Currently Amended) The process of claim 1, wherein the selecting [[a]] the buffered data protocol further ~~comprising~~ comprises including an end of data indicator for denoting when a data transmission vehicle is no longer in use.

4. (Currently Amended) The process of claim 1, wherein the sending comprises:

streaming a header;

streaming the data structure; and

streaming an acknowledge code.

5. (Currently Amended) The process of claim 1, wherein the selecting [[a]] the data streaming protocol further ~~comprising~~ comprises streaming the data structure by buffering a first portion of the data structure and streaming a second portion of the data structure.

6. (Original) The process of claim 1, further comprising selecting a data transmission vehicle from a pool of available data transmission vehicles.

7. (Original) The process of claim 1, further comprising selecting a data transmission connection from a pool of available data transmission connections using round robin selection.

8. (Original) The process of claim 1, further comprising formatting the data structure in accordance with at least one protocol chosen from a group consisting of: simple mail transfer protocol, POP3, hyper text transfer protocol, file transfer protocol and transfer control protocol/Internet protocol.

9. (Previously Presented) The process of claim 1, further comprising using a data protocol for data transmission chosen from a group consisting of: HTTP transport, TCP transport, InterProcess Transport, InProcess Transport, SMTP transport and POP3 Transport.

10. (Original) The process of claim 1, further comprising selecting a transmission scheme chosen from a group consisting of: HTTP, SOAP.TCP, NET.TCP, MS.SOAP.XPROC, NET.IPC, MS.SOAP.INPROC, NET.INAPPDOMAIN, SOAP.MAIL, NET.MAIL and POP.

11. (Currently Amended) A computing system for handling messages, comprising:

means for processing data from memory;

means for determining a size of a data structure;

means for selecting a data streaming protocol when the size exceeds a predetermined limit and means for sending [[a]] the data structure using [[a]] the data streaming protocol, the means for selecting comprising means for serializing one or more data structures into a data transmission unit terminating with a delimiting code; and

means for selecting a buffered data protocol when the size does not exceed [[a]] the predetermined limit and means for sending [[a]] the data structure using [[a]] the buffered data protocol when a predetermined time interval has elapsed.

12. (Currently Amended) The system of claim 11, wherein the means for determining means further comprises comparing the size to the predetermined limit.

13. (Currently Amended) The system of claim 11, further comprising:

means for prefacing the data structure with addressing information; and

means for denoting an end-of-message.

14. (Original) The system of claim 11, further comprising means for exchanging information expressive of buffer size.

15. (Currently Amended) The system of claim 11, further comprising:

means for buffering a first portion of the data structure; and

means for streaming a second portion of the data structure.

16. (Withdrawn) A computer readable storage medium having encoded thereon computer readable code, that, when executed by one or more processors, is configured to cause one or more processors to select a data handling vehicle based on determining availability of such chosen from a predetermined pool of data handling vehicles.

17. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code configured to cause the one or more processors to select comprising computer readable code configured to cause the one or more processors to select from amongst a pool of streaming connections and a pool of buffered connections.

18. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code configured to cause the one or more processors to select comprising computer readable code configured to cause the one or more processors to select between a streaming data handling capability and a buffering data handling capability based on a size of a data structure to be handled.

19. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code configured to cause the one or more processors to select comprising computer readable code configured to cause the one or more processors to select a connection from the pool using round robin selection, and, when the pool is determined to be void of unused connections, create a connection.

20. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code being further configured to cause the one or more processors to:

determine a size of a data structure to be handled;

compare the size to a predetermined threshold value;

base a choice of data handling modalities on the size and threshold value.

21. (Withdrawn) The computer readable storage medium of claim 16, the computer readable code being further configured to cause the one or more processors to:

first determine when a size of a buffered data structure exceeds a predetermined limit, and, when so, begin transmission of the buffered data structure, and, alternatively;

second determine when the buffered data structure is ready for transmission, and, when so, begin transmission of the buffered data structure, and, alternatively;

third determine when a predetermined temporal interval has passed beginning with initiation of buffering of the buffered data structure, and, when so, begin transmission of the buffered data structure;

iterate first, second and/or third determinations until transmission of the buffered data structure is initiated.

22. (Withdrawn) An apparatus comprising a computer-based product that is configured to:

first determine when a size of a buffered data structure exceeds a predetermined limit, and, when so, begin transmission of the buffered data structure, and, alternatively;

second determine when the buffered data structure is ready for transmission, and, when so, begin transmission of the buffered data structure, and, alternatively;

third determine when a predetermined temporal interval has passed beginning with initiation of buffering of the buffered data structure, and, when so, begin transmission of the buffered data structure;

iterate first, second and/or third determinations until transmission of the buffered data structure is initiated.

23. (Withdrawn) The apparatus of claim 22, the computer-based product being configured to:

select a transport from among a pool of transports;

initiate transmission of the buffered data structure using the selected transport.

24. (Withdrawn) The apparatus of claim 22, the computer-based product being configured to:

select a transport from among a pool of transports including InProcess, CrossProcess, HTTP, SMTP, TCP and POP3;

initiate transmission of the buffered data structure using the selected transport.

25. (Currently Amended) A computer-implemented process, comprising:

determining a size of a data structure;

~~when the size exceeds a first predetermined limit, selecting a data streaming~~
protocol when the size exceeds a first predetermined limit and sending data of the data
structure consistent with the streaming protocol, the selecting comprising serializing one
or more data structures into a data transmission unit terminating with a delimiting code;
and

~~when the size does not exceed the first predetermined limit selecting a buffered~~
data protocol when the size does not exceed the first predetermined limit and sending
data of the data structure consistent with the buffered protocol when the data structure
reaches a second predetermined size limit and system resources are available.